



DWARF



BUGBEAR



HUMAN



HALFLING



ELF (WOOD)



ELF (HIGH)

DWARF

- » Add 10 to starting STR.
- » Add 5 to starting body points (this is in addition to the BP added by the dwarf's increased STR score).
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Dwarf Resilience (+10 resist poison and magic).
- » Move 6 spaces.
- » Speaks dwarfish and tradespeak.

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HUMAN

- » Add 10 to starting WIL.
- » Human Versatility (one additional description).
- » Human Resilience (+10 to all resistance checks).
- » Move 8 spaces.
- » Speaks english and tradespeak.

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ELF (WOOD)

- » Add 10 to starting DEX.
- » Cultural Training (+10 to hit with longbows and longswords)
- » Climber (+20 to checks involving climbing trees).
- » Darkvision (12 spaces, allows normal sight in low-light, as long as a single star is present in the sky).
- » Elf Resilience (+10 to resist charm spells).
- » Move 9 spaces.
- » Speaks elven and tradespeak.

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BUGBEAR

- » Add 5 to starting STR and DEX.
- » Sneaky (+10 to checks involving stealth).
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Savage (-10 to social interactions with civilized races).
- » Move 8 spaces.
- » Speak goblin and tradespeak. By default bugbears are illiterate.

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HALFLING

- » Add 10 to starting DEX.
- » Luck (each encounter, re-roll one failed check).
- » Footpad (+10 any checks to hide or sneak).
- » Move 7 spaces.
- » Speaks halfling and tradespeak.

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ELF (HIGH)

- » Add 10 to starting LOG.
- » Darkvision (12 spaces, allows normal sight in low-light, as long as a single star is present in the sky).
- » Natural Spellcaster (can wear any armor and cast spells without penalty, regardless of STR).
- » Elf Resilience (+10 resist charm spells).
- » Move 9 spaces.
- » Speaks elven and tradespeak.

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DRAGON-KIN



GOBLIN



ELF (DARK)



GNOME



CHANGELING



GNOLL

DRAGON-KIN

- » Add 10 to starting STR.
- » Bite – 1D+1 damage, (use Warrior melee score).
- » Claw – 1D damage, (use Warrior melee score).
- » Breath Weapon – usage 1/encounter, range 0 (line 4) resist DEX, effect 3D fire damage.
- » Tail slap – resist DEX (prone), effect 1D damage and knocked prone.
- » Choose one: Armored Hide (DR 4) or Wings (fly 10 spaces in open terrain).
- » Move 8 spaces.
- » Speak draconic and tradespeak.

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ELF (DARK)

- » Add 10 to starting DEX.
- » Infravision (24 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Innate Spellcasting (“low wizardry” aspect of a spellcaster unskilled)
- » Natural Spellcaster (can wear chainmail or lighter armor and cast spells without penalty, regardless of STR).
- » Magic Resilience (+10 to resist magic spells targeting the dark elf specifically).
- » Underground Dweller (considered fatigued by bright light).
- » Move 9 spaces.
- » Speak elven and tradespeak.

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CHANGELING

- » Mimic (may appear as member of any humanoid race and gender).
- » Natural Deceiver (+20 to checks involving deception and checks involving diplomacy).
- » Diplomat (may use Scholar: Diplomat aspect unskilled).
- » Adaptive Linguist (-1 DP to learn a new language and speak it like a native).
- » Move 8 spaces.
- » Speak tradespeak and any two other languages.

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GOBLIN

- » Add 10 to starting DEX.
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Underground Dweller (+10 to checks involving underground survival).
- » Sneaky (+10 to any check involving stealth).
- » Savage (-10 to social interactions with civilized races).
- » Move 6 spaces.
- » Speak goblin and tradespeak. By default goblins are illiterate.

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GNOME

- » Add 10 to starting LOG.
- » Expert Illusionist (targets receive -10 penalty to see through gnomish illusions).
- » Tinker (+10 to build new things, or, if using the Artificer skill, gain +10 to skill checks).
- » Crafter (+10 to one mundane craft skill; cobbler, jeweler, tailor, cook, or other crafts allowed by the GM).
- » Animal Trainer (+10 to training and handling small animals; dogs, cats, birds, mice or other animals allowed by the GM).
- » Move 6 spaces.
- » Speak gnomish and tradespeak.

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GNOLL

- » Add 10 to starting STR.
- » Survivalist (+10 to checks involving survival and tracking).
- » Ferocious (+10 with favored weapon. Must practice with a weapon for one full day to make it a favored weapon. Only one weapon may be favored at a time).
- » Savage (-10 to social interactions with civilized races).
- » Move 8 spaces.
- » Speak gnoll and tradespeak. By default gnolls are illiterate.

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HALF GIANT



OGRE



ORC



HOBGOBLIN



KOBOLD



LILITHII

ORC

- » Add 10 to starting STR.
- » Melee Training (+10 to melee attacks).
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Savage (-10 to social interactions with civilized races).
- » Move 7 spaces.
- » Speak orcaish and tradespeak.

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LILITHII

- » Flight (24 spaces in open terrain. Wings make armor awkward. Lilithii may not fly while wearing armor heavier than studded leather).
- » Talented (select a second skill to begin at level 1).
- » Move 8 spaces (fly 24).
- » Speak lilithii and tradespeak.

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OGRE

- » Add 10 to starting STR.
- » Poor Vision (-10 to ranged combat).
- » Scent Tracker (+10 to checks involving tracking by scent).
- » Savage (-10 to social interactions with civilized races).
- » Huge (equipment purchased after character generation cost double).
- » Iron Stomach (immune to ingested poisons. May eat anything organic, no matter how rotten or spoiled).
- » Move 10 spaces.
- » Speak giant and tradespeak.

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KOBOLD

- » Add +10 to starting DEX.
- » Natural Climber (+10 to checks involving climbing).
- » Sneak Thief (+10 to checks involving stealth or security systems).
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Savage (-10 to social interactions with civilized races).
- » Move 6 spaces.
- » Speak draconic and tradespeak.

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HALF GIANT

- » Add 15 to starting STR.
- » Hardy (+10 to STR resistance checks).
- » Slow (always disadvantaged for DEX resistance checks).
- » Huge (equipment purchased after character generation cost double).
- » Evil Reputation (-10 on all social interactions with smaller races, +10 to intimidate).
- » Move 11 spaces.
- » Speak giant and tradespeak.

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HOBGOBLIN

- » Add 10 to starting STR.
- » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- » Martial Training (-5 from minimum STR requirements for armor and weapons).
- » Savage (-10 to social interactions with civilized races).
- » Move 8 spaces.
- » Speaks goblin and tradespeak.

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MANTIS MEN



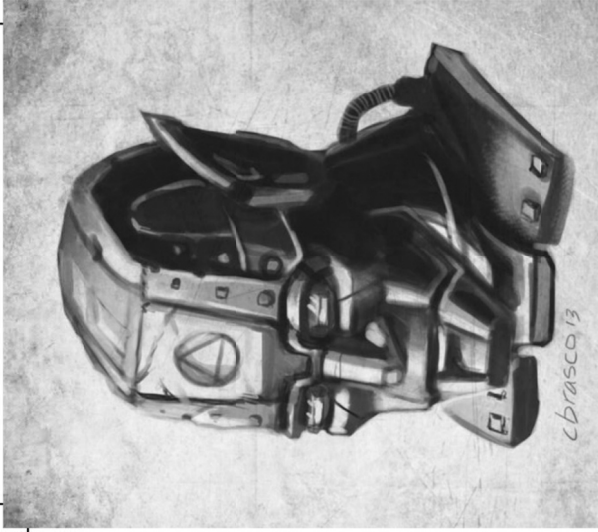
WEREFOLK



LIZARD-KIN



TIGERFOLK



**LIVING
CONSTRUCT**



SPRITE

MANTIS MEN

- » Warrior Standing (must select Warrior as Primary skill).
- » Bite – 1D+1 damage.
- » Claw – 1D damage.
- » Natural Armor (DR 2. Does not stack with other armor).
- » Multi-limbed (six limbs allow the center-set to be used as an extra set of hands, or legs. They still suffer multi-action penalties as normal).
- » Leap (STR/10 spaces).
- » Climber (+10 any checks involving climbing).
- » Move 7 (10 spaces using four legs).
- » Speak mantid only, however mantis men understand tradespeak. By default mantis men are illiterate.

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LIZARD-KIN

- » Add 10 to starting STR or DEX.
- » Aquatic (+10 on checks involving swimming, hold breath 20 minutes).
- » Slow metabolism (survive 2x longer than humans without water or food).
- » Natural Armor (DR2. Does not stack with other armor).
- » Bite – 1D+1 damage, (use Warrior melee score).
- » Claw – 1D damage, (use Warrior melee score).
- » Savage (-10 to social interactions with civilized races).
- » Move 8 spaces (swim 8).
- » Speak lizardkin and tradespeak. By default lizard-kin are illiterate.

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LIVING CONSTRUCT

- » Living Construct (need not eat, drink, sleep or breathe and are immune to fatigue, disease and poison).
- » Repair (do not heal naturally, but may be repaired or healed magically).
- » Armored Body (DR 5, may not wear armor, but may upgrade their natural armor. Typically this requires an enchanter or artificer. Simple armor upgrades cost double. Must have adequate STR. To upgrade to DR 6, equivalent to scale mail, cost 250gp and would require a 70 STR)
- » Unarmed 1D+1 damage.
- » Move 7 spaces.
- » Speak the language of its creator and tradespeak.

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WEREFOLK

- » Shift (+10 to STR, DEX, and +1 to MOV while shifting, lasts one encounter. After, fatigued until 30 minutes rest. May not shift while fatigued).
- » Bite – 1D+1 damage (while in shift form, use Warrior melee score).
- » Claw – 1D+1 damage (while in shift form, use Warrior melee score).
- » Natural Tracker (+10 to checks involving tracking).
- » Move 8 spaces.
- » Speak anglish and tradespeak.

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TIGERFOLK

- » Choose one: +10 to starting DEX, LOG or STR.
- » Bite – 1D+1 damage, (use Warrior melee score).
- » Claw – 1D+1 damage, (use Warrior melee score).
- » Leap (STR/10 spaces with a running start, half the distance flat-footed).
- » Sneaky (+10 to checks involving stealth).
- » Climber (+10 to checks involving climbing).
- » Move 9 spaces.
- » Speak tigerian and tradespeak.

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SPRITE

- » -20 from starting STR.
- » Quick (+10 to starting DEX).
- » Flight (12 spaces).
- » Magical Fortitude (+20 to STR resistance checks).
- » Invisibility to Mortals (+50 to checks involving stealth. Mortals attempting to spot the sprite do so at -50%. Once spotted, become visible to all & may not become invisible again while being watched. Automatically spotted by anyone you attack).
- » Small (weapons cause half damage).
- » Magical (Spellcaster Level 1. Need not be primary or secondary skill).
- » Move 4 spaces (fly 12).
- » Speak elvish and tradespeak.

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